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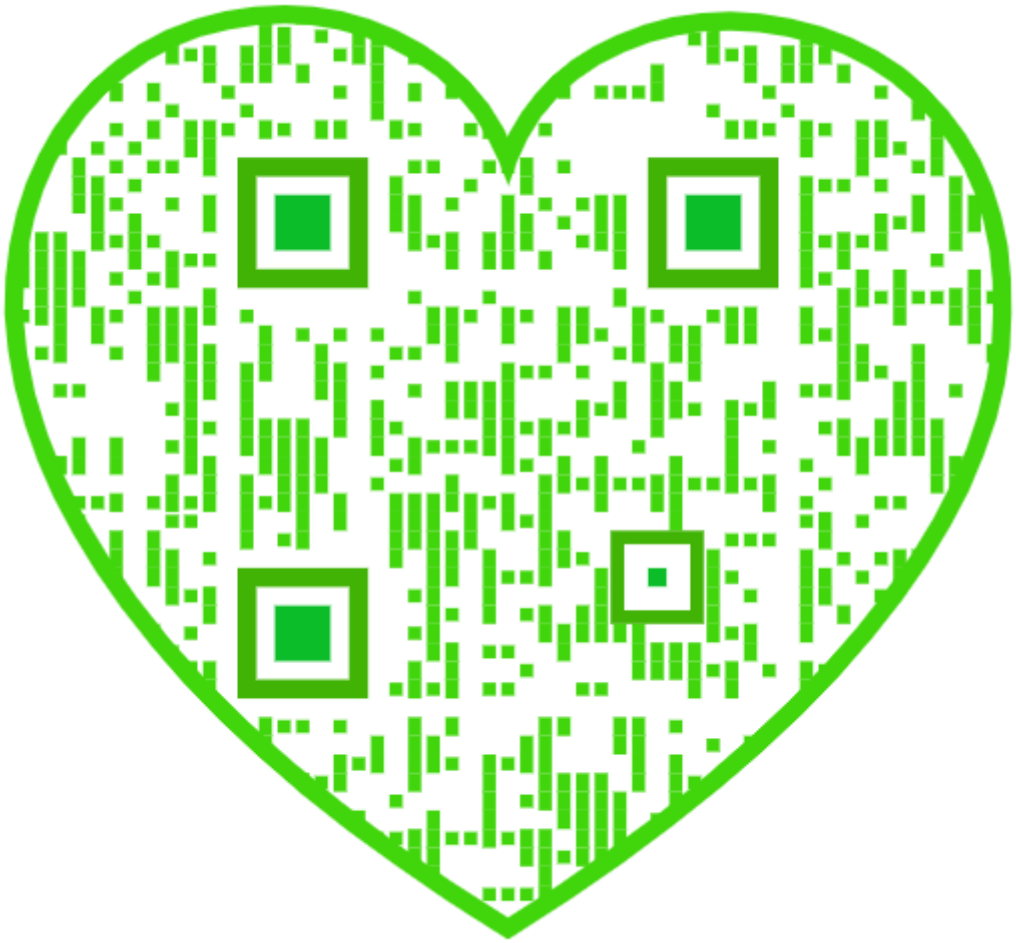

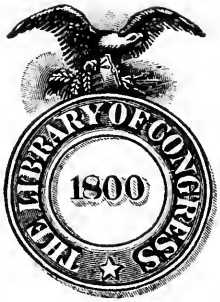

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A PRIMER OF SKAT

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SKAT

By

A. ELIZABETH WAGER-SMITH

PHILADELPHIA & LONDON
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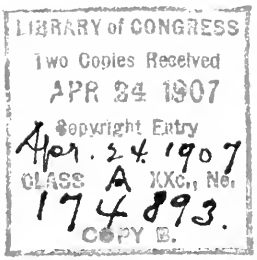

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INTRODUCTION

SKAT is often called complex, but it has the "complexity of the machine, not of the tangled skein." Its intellectual possibilities are endless, and no card game, Whist not excepted, offers such unlimited opportunity for strategic play and well-balanced judgment.

Thoroughly democratic, it was the first game introduced to an American audience wherein the knavish Jacks took precedence of the " royal pair "; and from this characteristic Euchre was evolved.

At that time the American card-mind was not sufficiently cultivated to receive Skat. It required many years of scientific Whist, the enthusiasm of Bridge, and the sensationalism of Poker to prepare the way for this glorious German game.

This Primer is designed to teach the alphabet of the game to beginners, from whence they may advance to a higher class.

A. E. W.-S.

PRIMER OF SKAT

LESSON I.

A SYNOPSIS OF THE GAME

SKAT is a game for three players. If four wish to join the game, the non-player has the first deal. If five wish to join, the dealer gives cards to the two players at his left and the player at his right hand.

Each game is complete in one deal.

The number of games to be played is decided by mutual agreement, but each player must have an equal number of deals.

The scorer sits at the right of the first dealer. When he has dealt, the round of deals is complete.

The score is individual, *plus* or *minus*.

The player who names the game to be played is called the "Player." The two who unite their forces to defeat him are called the "Opponents" (or the "Partners").

The "Eldesthand" (at the left of the dealer) is called the "Forehand" (or "Vorhand"). The player on his left is the "Middlehand" (or "Mittelhand"). The dealer is the "Hinderhand" (or "Hinterhand"). When four or when five players join the game, the Hinderhand is at the right of the dealer.

There are thirty-two cards in a Skat pack, the 7's being the lowest.

The table is thus formed: The cards are shuffled and spread on the table, each player drawing one. The one who draws the lowest card is the dealer. The next lowest sits at the dealer's left hand, and the next lowest at his left, until all are seated.

The dealer shuffles and the cards are cut as in other games. The dealer gives cards to the players in the order above stated, three cards to Forehand, three to Middlehand, three to Hinderhand; then two cards, face down, to the table. This pair of cards is called "The Skat." He then deals four to each player in the same order, then three to each player, making ten in each hand.

The non-players, each deal, must maintain silence, or incur a penalty. They partake of the fortune of the Opponents, the Player alone scoring, whether a winner or a loser.

The cards rank as follows: Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds, Ace, 10, King, Queen, 9, 8, 7 of the trump suit.

Whatever the trump may be, the four Jacks take precedence of all other cards, and in the above order, always, losing their identities as suit cards.

In one game only, called *Nullo,* the cards rank as in Whist, thus: Ace, King, Queen, Jack, 10, 9, 8, 7. There is no trump when *Nullo* is played.

In Skat, tricks do not count; only points count, as explained below.

There are 120 points in each deal, and the Player must take at least 61 points to win.

The points are thus computed:

Ace is valued at	11 points.
Ten is valued at	10 points.
King is valued at	4 points.
Queen is valued at	3 points.
Jack is valued at	2 points.

making 30 points in each suit, or 120 points in all.

The 9, 8, 7 are "voids," of no numerical value.

The learner will observe that although the Jacks have the highest ranking value, their numerical value is lowest.

The games for which the players bid, with the basis value of each, follow:

		Basis value.
Tournée	Diamonds	5
	Hearts	6
	Spades	7
	Clubs	8
Solo	Diamonds	9
	Hearts	10
	Spades	11
	Clubs	12
Tournée Grando		12
Grando		16
Grando Ouvert		24

	Value of game.
Nullo	20
Nullo Ouvert	40
Ramsch	minus 20

The games above are placed in order of their value when bidding by suits. In the American game the custom of bidding by numbers instead of suits has become popular,

and that method alone will be used in this Primer, that the beginner may not be confused by two different systems. It is, however, an innovation on the original game of Skat—possibly an improvement.

There are some interpolated games which will be explained in a separate chapter. Skat is sufficiently intricate to absorb the attention of the learner, without burdening his mind with unnecessary information.

These basis values are " multiplicands," by which the scoring value of the game is reckoned, and the learner must know them thoroughly or he can not bid intelligently on his hand.

Before proceeding to learn how to bid, it will be wise for the student to know the routine of the game.

After the bids are made, the trump is selected, ten tricks are taken, and the value of the game is reckoned. If the Player has taken 61 points or more, he has "1 for game." If he has 91 points or more, he has " 1 for game, and 1 for Schneider." If he has taken all the tricks, he has " 1 for game, 1 for Schneider, and 1 for Schwarz," making 3 in all.

But there is another count, depending on the Jack Clubs.

If Player holds Jack Clubs, he is said to be " with." He is " with " as many as are in sequence with *it* (*i. e.*, Jack Clubs).

If he has Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds, he is " with four " (called " matadors "), as they are in sequence with Jack Clubs. There may be eleven matadors if one holds these four Jacks and the Ace, 10, King, Queen, 9, 8, and 7 of the trump suit, as they are

all in sequence with the Jack Clubs, but a hand of that value is very unusual.

If one holds Jack Clubs and Jack Hearts without Jack Spades, he is "with 1," as the absence of Jack Spades breaks the sequence.

If one holds Jack Clubs, Jack Spades, and Jack Diamonds, he is "with 2," as the Jack Hearts is absent and the sequence is broken.

In reckoning the game, "without" is counted the same as "with."

If Jack Clubs is missing from the Player's hand, he is "without" as many as are missing in sequence with it.

If one holds Jack Spades accompanied or unaccompanied by the red Jacks, he is "without 1,"—*i. e.*, Jack Clubs. If he has Jack Hearts as his highest Jack, he is "without 2." If he has Jack Diamonds as his only Jack, he is "without 3." If he has no Jack, and has the Ace trump, he is "without 4." If 10 trump is his highest, he is "without 5."

Thus, to recapitulate, if Player holds Jack Clubs, he is "with" as many as are in sequence with it. If he has *not* Jack Clubs, he is "without" as many as are in sequence with it to Player's highest trump.

When the game is finished, and the points in the Player's hand are counted, if they amount to 61 or more he is counted (as above noted) 1 for game. If he has Jack Clubs and Jack Spades, for example, he is counted "with 2," making 3 in all. If the game is *Solo* Hearts, for example, the multiplicand is 10 (see Table of Basis Values, p. 11), and $10 \times 3 = 30$. Thus, the value of his game is 30, and +30 is placed to his score. Had his count been

less than 61, it would have been placed to his score as —30. Whether a winner or a loser, the Player is the only scorer on that deal.

LESSON II.

ARRANGING THE CARDS—THE PROVOCATION

LET the learner now return to the deal. The deal concluded, the advantageous arrangement of the cards is in order. As he is not yet aware of the trump suit, the Jacks belong to no particular suit.

The experienced Skat player is a close observer and misses no opportunity of gaining an advantage. Many a trick has been lost, by a player's changing the position of a Jack after the trump has been announced, thereby advertising to the other players the fact of his holding. The learner is advised to realize the value of the Jacks whatever their position in the hand.

If the Jacks are placed commencing with the highest nearest the thumb, and the trumps next, another player can tell at a glance when you play trumps how many Jacks you hold; and when you place your *Tournée* card, he can tell how many higher you hold. This is, however, an almost universal method of holding the cards.

A better way is to place your Jacks in the centre of your cards, and there let them remain until played, arranging the suits in alternate colors on either side, the smallest cards at either end. This will give a different position of the suits at each deal, and will prove an advantage.

THE PROVOCATION

When the cards have been dealt, Middlehand is the first bidder (or he passes). The lowest bid is 10 (a Diamond *Tournée,* " with 1 "). The bid may be increased, but never lessened; therefore, Middlehand bids low at first, to ascertain by inference what Vorhand holds, and also to conceal the value of his own hand.

If Vorhand has as good or better than this first bid he says, " I retain," implying " I retain the privilege of bidding 10 in my own hand." Or, he may simply give assent by " Yes," which implies the same thing.

If Middlehand wishes to go higher, he does so, and Vorhand may still retain the privilege of making the trump. When Vorhand is outbid and dare not retain that privilege longer, he passes, and Middlehand secures the privilege thus abandoned by Vorhand.

Hinderhand then becomes the bidder and must go higher than Vorhand has, if he wishes to make the trump.

If, however, it is Middlehand who is compelled by the poverty of his hand to pass, Hinderhand bids and Vorhand retains as before.

When the successful bidder has compelled the others to withdraw, he may go as much higher as he pleases, but never lower than the highest bid which has been made. If he makes more than he bid, he is credited with it; if he has overbid his hand, he loses even though he takes 61 points. This overbidding will be explained in another lesson.

This method of deciding the game or trump is called " The Provocation of the Game."

LESSON III.

THE ANNOUNCEMENT OF THE GAME

THE Provocation concluded, the trump is announced. If it is a *Tournée,* either one of the Skat cards is turned face up on the table, and the suit thus disclosed is trump for that deal. If the card so turned is a Jack, the Player, before looking at the other Skat card, is permitted to announce *Tournée Grando;* or he may keep the suit thus exposed for the trump.

The Player then takes both Skat cards into his hand, and from these twelve cards discards two, face down,—and they are counted with his other tricks after the ten tricks are taken.

If the announced game is *Solo,* instead of a *Tournée,* the Skat cards must not be examined, but kept face down on the table, as the first trick of the Player. Whatever points they contain belong to the Player at the end of the deal, and any Jack or other cards contained therein, which complete a sequence in the Player's hand for the " with " or " without " count, are considered the same as though actually held in the Player's hand, whether advantageous or otherwise to the Player's score.

If the announced game is neither a *Tournée* nor a *Solo,* but is a *Grando,* the Skat cards are placed, as in the *Solo* announcement, with the Player's tricks. In *Grando,* only the Jacks are trumps.

If a *Grando Ouvert* is announced, all the Player's cards are placed face up on the table before a card is led. It is an exceptionally valuable hand, not often held. If successful, Player must take every trick.

If the game announced is none of the foregoing, it may be a *Nullo.* In this game, the poorest cards are the best for the Player, as the winner of a *Nullo* must not take a trick. If he takes a trick, the game ceases. If he takes a trick he scores —20. There is no multiplier or multiplicand in *Nullo.* In this game the cards rank as in Whist, thus: Ace, King, Queen, Jack, 10, 9, 8, 7.

If the Player makes the game *Nullo Ouvert,* he places his cards face up on the table before a card is led. If he succeeds in not taking a trick under such a disadvantage he is credited with +40. If he takes a trick he scores —40.

If all have refused to bid, and Vorhand declines to make a trump, he declares *Ramsch* must be played.

In *Ramsch,* the four Jacks are the only trumps, as in *Grando,* and the ranking and numerical values of the cards are the same as in that game.

In *Ramsch,* one avoids taking cards which have numerical value, as the one who has the greatest number of points at the end of the game is scored —20. If one player takes no points, the loser of the game is —30. If one player takes all the tricks he scores —50. If two of the players have the same number of points, the one taking the last trick loses. The Skat cards also belong to the winner of the last trick.

Ramsch is the only game where each player is independent, as there is no partnership in this game.

LESSON IV.

THE SCORE-CARD

THE usual score-card of Skat players records only the total to date of the last deal. The scorer makes a mental calculation, combining the result of the present deal with the amount won in previous deals. It is kept in this manner:

A	B	C	D
+18	+36 —12 +68	—20 +12	

A is the successful bidder on the first deal. He announces the game as *Solo* Diamond, and wins 65 points. Game 1, " with 1," is 2; the basis value is 9; $9 \times 2 = 18$, which is scored for A. C is next Player. He announces *Solo* Heart. He takes 60 points and loses. Game 1, " with 1," is 2 and the basis value is 10; $10 \times 2 = 20$, which as a *minus* is placed to C's score. B is the next Player and announces *Solo* Club. He takes 82 points. Game 1, " with 2," makes 3, and the basis value is 12; $12 \times 3 = 36$, with a *plus* to B's score. The next Player is B again. He makes it *Tournée Grando,* takes 46 points, and loses. Game 1, " without 3," makes 4, and the basis value is 12; $12 \times 4 = 48$, which is *minus,* as B loses. With a *minus* of 48 and a *plus* of 36, B's score is now —12; and that result is placed

on the score-card. C now makes a game worth +32, leaving the result +12 on the score-card. B then is Player again, and makes a game of +80, which leaves a result of +68 to his score.

By this method, the above table would represent the result of the six games, the result only being placed on the score-card.

Notice the more approved method. It will be less confusing to the beginner who commences his Skat education with this Primer:

Deal	A		Deal	B		Deal	C		Deal	D	
	Score	Total		Score	Total		Score	Total		Score	Total
1.	+18	+18	3.	+36		2.	—20				
			4.	—48	—12	5.	+32	+12			
			6.	+80	+68						

By this method one may see without computing how many points he has made or lost on each deal, as well as the result. If there has been any mistake in combining the present score with the previous one, it may be discovered and rectified, which was impossible when using the old scoring-card.

At the end of these six deals, if the games are concluded, the accounts are settled.

C's score is the lowest, +12, and he consequently owes both the other players. A's score is +18, and C owes him the value of 6 points. C being +12, and B +68, C owes B the value of the difference, 56 points. A is next

lowest, and owes C nothing, as C owes A. A having +18 and B +68, A owes B the value of the difference, 50 points. B owes no one, as all owe him. B has gained the value of 50 +56, or 106 points. A has gained the value of 6 points, and lost 50 points. C has lost the value of 6 +56, or 62 points.

To prove this correct, the *plus* and *minus* must equal, as thus:

A —50 and +6
B +50 and +56
C —6 and —56
+6 +50 +56 = 112
—50 —6 —56 = 112

There are several fanciful methods of counting up the score-sheet, but the above is the easiest, and is absolutely correct.

LESSON V.

HOW TO BID

After the cards are dealt (as previously stated) Middlehand takes the first step in the game. In the German game Vorhand courteously inquires of Middlehand if he will enter the game by making a bid. But, since Americans have adopted Skat and grafted upon its sturdy trunk the ungraceful branch of haste, no such waste of time is considered necessary, and Middlehand hastens to bid without an invitation, or passes, that the game may proceed.

In examining his hand, to decide upon its value before bidding, it is best for the beginner to calculate carefully what it is worth. The usual fault of the tyro in Skat is to value the hand too highly, often thinking six or seven trumps a famous hand, whereas it is simply a protection against Player, and is valuable only from that point of view.

In the Diamond, Heart, Spade, and Club suits, the trumps are as follows: Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds, Ace, 10, King, Queen, 9, 8, 7 of the suit—eleven trumps in all, and there are seven cards of each of the three plain suits.

In *Grando,* the trumps are Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds,—four trumps, and seven cards in each of the four plain suits.

In *Nullo,* there are no trumps, and there are eight cards in each of the four suits, in this order of value: Ace, King, Queen, Jack, 10, 9, 8, 7. The Jacks are not matadors in *Nullo,* but take their places below the Queen, as in Whist.

In *Ramsch,* the four Jacks are the only trumps, as in *Grando,* and the numerical value of the cards is the same as in that game.

It is well to recapitulate these points in examining the hand for the purpose of bidding, and note not only how many of them the bidder holds, but, what is equally as important, how many, and of what value, are against you.

A game may be lost in two tricks, if they contain cards of sufficient numerical value,—sixty points,—although Player may take the other eight tricks. Points, not tricks, win the Skat game.

The variation of the number of cards in suit may be

confusing at first, but the fact must be firmly established in the bidder's mind that he may not miscalculate in making his bid.

The cards arranged, Middlehand commences the Provocation by bidding, or he passes. *Frage, Pass't mir Nicht,* and *Guckser* being omitted for the present from these instructions to beginners, the lowest bid is the *Tournée.* The lowest *Tournée* bid is a Diamond (basis value 5) "with 1." Game 1, "with 1," making 2, multiplied by Diamond *Tournée* = 5 (see Table of Values, p. 11), makes 10. Therefore, as the bidding is by numbers, 10 is the lowest bid which can be made.

Whatever the bidder may intend to play eventually, he commences with the lowest bid, as he may bid as much higher as he pleases, but a bid once made may never be changed to a lower one. It is well, however, to decide definitely on his ultimate intentions, or in the excitement of the Provocation he may overbid his hand and disaster ensue.

The Tournée Bid.—An uncertain *Tournée* is more hazardous than a weak *Solo.* For although a Player may bid 10, if he is the successful bidder and takes *Tournée,* he must play the suit he turns, even though he has not a card in that suit. Thus, he not only runs the risk of losing game, but may be Schneidered, and possibly Schwarzed.

If he risks a *Tournée* make with only two suits in hand it will be a rare chance if he wins. A *Tournée* Player should have at least two Jacks and three suits pretty equally divided, with the high cards well guarded; or one Jack with three or four Aces.

Here are examples of good *Tournée* hands:

Jack Clubs, Jack Hearts, Ace and 8 Clubs, 10 and King Spades, Ace and King Hearts, Queen and 9 Diamonds.

Jack Clubs, Jack Diamonds, 10, King, and 7 Clubs, Ace, Queen, and 9 Spades, 10 and Queen Hearts.

Jack Spades, Jack Diamonds, King, Queen, 9, and 7 Clubs, 10, Queen, and 8 Spades, Ace Diamonds.

The Ace Diamonds in this hand makes the *Tournée* possible, because if Clubs or Diamonds should be turned, the 10 Spades may be placed in the discard. It must be remembered that discards belong to the Player's points, and contribute to his score.

If the Player wins a *Tournée* bid he turns one of the Skat cards (either, but only one), and the suit thus disclosed is the trump for that deal. Should the card thus disclosed be a Jack, he has the privilege of playing *Grando,* as hereafter explained.

After thus exposing the card he takes it into the hand and also the other card, and discards two from the twelve cards he holds, face down, which are counted with his points at the end of the game. In *Tournée* neither Schneider nor Schwarz may be " declared," but they are counted if made either for or against the Player. If on turning the card, Player foresees he will be Schneidered, he may abandon his hand, and not play, thus losing the game but saving a Schneider.

If the turn is a lower suit than he bid on, and he cannot make his bid good, he has " overbid " his hand, and is counted the next higher game, as no Player can lose less than he has bid. He may sometimes save the game by making a Schneider.

The Solo Bid.—In playing a *Solo,* Player may not look

at the Skat cards until the game is concluded. The points therein contained are counted for the Player, and Jacks in sequence with those in his hand.

In considering a *Solo* make, a Player must note that a weak *Grando* is safer than a weak *Solo;* for in *Grando* he has but four trumps to reckon with, while in *Solo* he has eleven.

Having the choice of two *Solos,* he should play the safest; and having but two suits, of the same length, the one with the greater number of small cards is the safer. Of two equally safe suits, play the higher one; of two equally weak suits, the lower one.

Three Aces with two or three 10's, and four or five small cards of the fourth suit constitute a good *Solo,* without many matadors. With a hand of that description trumps must be drawn at every opportunity.

The Player must not assume there are trumps in the Skat. The observance of this point will often prevent loss.

It must also be remembered that any Jack found in the Skat at the end of the deal, is reckoned as though in the Player's hand. This is one of the contingencies of the game which must be met with fortitude; for should he bid *Solo* "without" matadors, and a missing one be found in the Skat, the value of the game would be reduced and the Player a loser, for he has "overbid" his hand. Therefore it is a safer make to be "with," than "without."

Here is a good *Solo* hand in Hearts: Jack Clubs, Jack Spades, Ace, 10, King, and Queen Clubs, Queen, 9, 8, 7 Hearts. If with this holding the Player makes it Club *Solo,* he loses. There are four valueless cards, if it is a Club *Solo;* but all the cards are valuable if *Solo* in Hearts is played.

For hands of this kind the following rule should be remembered: With two or three Jacks in hand, and two suits of equal length, make the weaker suit trumps, and reserve the stronger one for forcing high trumps from Opponents' hands.

LESSON VI.

HOW TO BID (*concluded*)

The Grando Bid.—In bidding for *Grando,* it is easier to estimate results than in either *Tournée* or *Solo.* The four Jacks being the only trumps, as soon as they are drawn the plain suits are safe. If either of the Opponents has "provoked" to a *Solo,* he must have a strong suit with at least one Jack, probably two. A *Grando* make in such a case must be particularly strong. If, however, both Opponents have passed, one may venture on a *Grando* make on one Jack with strength in every suit. In this case, he should lead his lone Jack at the first opportunity, that his suits may have a chance. If the bidder is Elderhand he may make *Grando* with a holding he would not be justified in bidding on, if he were Middlehand.

In every game excepting *Nullo,* the first leader has a decided advantage; and Middlehand has the most difficult position in every game.

This is an example of a *Grando* hand: Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds, King, Queen, and 7 Clubs, Ace, 10, and King Diamonds. This hand is "with 4." If the make was a Diamond, the hand would be "with 7."

Here is a hand " without 4 ": Ace, 10, and King Spades, Ace and 10 Hearts, Ace and 10 Clubs, Ace, King, and Queen Diamonds.

Here is one " with 3 ": Jack Clubs, Jack Spades, Jack Hearts, Ace Clubs, Ace, King, Queen, and 9 Hearts, Ace Spades, Ace Diamonds.

As in Euchre, where some players are unwilling to play other than a " lone hand," and as in Bridge, where nothing will satisfy but a " no-trumper," so in Skat there are Players who jeopardize their chances continually by attempting a *Grando,* when a *Solo* make would net more points for their score. The beginner should not cultivate this extravagant habit. He should carefully estimate the value of his hand as to its capacity for making 61 points or more, before making any bid whatever; and then not allow himself to be provoked into bidding above its value.

The " provoker " must bid a number which would be the result of the multiplication of points by the basis value, which is some actual product. Should the turning of the Skat card, or the finding of Jacks in the Skat at the end of the game, change the value to a lower figure than his bid, he is a loser, even though he makes 61 points. If, however, it is better than his bid, he is entitled to the gain. If he has bid " without 3 " on a *Grando,* his bid would have been 64. If on looking at the Skat, it is found to contain Jack Clubs, he would be " with 1 " instead of " without 3," which would make his game worth 32 only. If he succeeded in making a Schneider it would count but 48. He has " overbid " his hand (all unconsciously, but still must pay the penalty), and is a loser, and the amount he bid, 64, is placed as a *minus* to his score.

The mysterious " treasure " of the Skat is sometimes a veritable boomerang rather than a blessing to the Player.

The Grando Ouvert Bid.—If Player has the unusual good fortune to hold this hand, he places all his cards, face up, on the table and plays from them in that position. If he wins, the basis value is 24; but he must take every trick to be a winner. If he loses a trick, the value of the hand is placed as a *minus* to his score. By announcing he can take every trick, he thereby declares Schwarz, and Schneider, which makes it the most valuable game in Skat.

Here is a *Grando Ouvert*: Jack Clubs, Jack Spades, Jack Hearts, Jack Diamonds, Ace, 10, King, and Queen Hearts, Ace and 10 Spades.

In all of these games, if a Player is Schwarz he is not allowed to count the Skat cards.

The Nullo Bid.—Before refusing to bid, holding a poor hand, calculate its possibilities as a *Nullo*. A long suit without the 7 is dangerous. The beginner should have at least three 7's. If the bidder has only three suits, he may risk a *Nullo* with one high card singleton, for the probabilities are one of the players is long in that suit and will not lead it, and Player may get a discard of it on the suit of which he is void.

Here is a good *Nullo* hand: 9 and 7 Clubs, Queen, 10, 8, and 7 Spades, Ace, Queen, 9, and 7 Diamonds.

Note that in *Nullo* there are eight cards in suit, and no trumps. The value of a *Nullo* hand is 20, and is not affected by the Skat.

The Nullo Ouvert Bid.—The Player must have the 7 of every suit he holds in this game. If the Player be Elderhand, he may be safe to declare a *Nullo Ouvert* even with

an 8 singleton, but in no other position. Hinderhand is the most favorably placed for a *Nullo* maker.

Here is an example of a *Nullo Ouvert*: 9, 8, and 7 Clubs, 9 and 7 Spades, 9, 8, and 7 Hearts, 9 and 8 Diamonds.

Ramsch (or *General*).—If no player will bid, and Elderhand will not name a game, he declares *Ramsch* must be played, and leads. No other player than Elderhand may declare *Ramsch*.

THE OMITTED GAMES

Frage (or *The Simple Game*).—When the bidding was by suits, *Frage* had the lowest count. The Player took both Skat cards into the hand without showing them, then named the trump, discarding two for the Skat. If he named Diamonds, the basis value was 1, Hearts was 2, Spades, 3, and Clubs, 4.

Guckser (or *Grand Frage*).—The Player takes up both cards of the Skat and announces *Grando,* discards as usual, and the basis value is 12.

Pass't mir Nicht.—The Player turns one of the Skat cards without showing it to the Opponents, and without mixing it with his cards. If it is a Jack he has the privilege of playing a *Tournée Grando,* instead of the suit. If he does not like the suit, and does not wish to play a *Tournée Grando,* he places the turned card in his hand, and turns the other card face up on the table. If this is a Jack, he has the same privilege as before; but either this second turned suit, or a *Tournée Grando must* be played.

If he makes it the suit and wins, it counts as a *Tournée* bid. If he loses, it counts double the basis value against him. If he turns a Jack and decides to play a *Tournée*

Grando, and wins it, the basis value is 12; but if he loses, it is 24.

Nullo Tournée.—If the bidder wins a *Tournée* bid, and turns a 7, he may have the privilege of playing *Nullo.* The count is +10 if won, and —10 if he takes a trick. The "Nord Amerikanischer Skat Verband," the National Skat Association of America, does not recognize the *Nullo Tournée* in its Annual Congress tournaments.

There are several other variations, played by the students of the German Universities, but not known in America.

LESSON VII.

THE DISCARD

If the Player wins a *Tournée* bid, he takes the two Skat cards into his hand, and from the twelve cards he holds, discards two to the table, face down. Much depends on this discard. Such points as may be contained therein are counted for the Player at the end of the game, but that does not necessarily imply that he should always place cards of numerical value in the Skat. On the contrary they may be of more value in his hand. The first thing for the Player to remember in selecting two cards for discarding is to clear his hand of one suit if possible, in order that he may renounce in that suit, or trump.

If he has poorly guarded 10's, it is well to discard them, that the count be not lost. If he has a 10 with King in one suit, and a 10 with Queen, or a low card, in another

suit, he should discard the latter suit. The count is a trifle less, but one trick in the first suit is safe, while in the latter no trick is sure.

If Player has a poorly guarded 10 and a low card, singleton, he should discard the 10 and the singleton.

If he has King and small in one suit and King and Queen in another, he should discard the latter.

If Player has a long unbroken sequence in a suit, he should discard the 10, not the Ace, as the latter would betray his weakness.

It is sometimes necessary for Player to discard Ace or 10, or both, of trumps, when the turn has been unfortunate, and he knows they will be captured by the Jacks.

There are two general rules to guide the Player in discarding, viz.: First, to rid the hand of cards which are in the way, *i. e., to strengthen the hand;* and second, to place in the Skat cards of numerical value which are in danger of loss in the hand, *i. e., to strengthen the Skat.*

But Player should remember not to discard cards of high numerical value if they are trick winners in the hand.

LESSON VIII.

THE PLAYER, AS LEADER

THE first lead may make or mar the game, and the rules vary with the different games and positions of the players. Card instinct is more valuable than any rule. There are certain principles, however, which guide the Skat player who has become thoroughly conversant with the cards.

If Elderhand has made the game, the chances are largely in his favor, having the lead.

In the *Tournée* game, there are eleven trumps and seven cards of each of the other three suits. These suits can be led but twice at most, before being trumped. Therefore, it is essential to draw the trumps to make the suit cards good. If you are long in trumps, you can draw Opponents' trumps in two rounds. If you are short in trumps, still lead them, as you draw two of Opponents' to every one of your own. Even if it may not be advantageous to continue leading them, by leading first you conceal your own weakness. For rest assured, if your Opponents note you do not lead trumps, "Auf die Dörfer gehen" is immediately ascribed to you, and they will lead and destroy your game.

With a weak hand endeavor to lead, that you may play third hand on the following trick.

To play second is the most dangerous place in the game.

If you are strong in the make, trump a trick otherwise valueless, to get the lead; but if weak, endeavor to play third as often as possible.

In the *Solo* make, if you are Elderhand, lead trumps invariably. Holding the two best Jacks, without Ace or 10, the Player should lead first Jack Clubs, then Jack Spades, even though he has but three other trumps. For if they are equally divided between Opponents, the third lead will draw them all; if unequally, you may catch Ace or 10.

But, should the Player hold Jack Clubs, Jack Spades, Ace, 10, and one small, after leading two matadors, he should lead small.

If Player holds Jack Clubs and no other Jack, with

Ace, 10, and small cards, he should lead small, as he can stop the trump lead by Opponents with his Jack, and in the mean time endeavor to make his scoring cards by trumping-in.

With the three Jacks, not including the best one, he should lead Jack Spades first, to endeavor to call Jack Clubs.

With a long suit of trump cards and all the Jacks, play Jack Clubs first, then Jack Diamonds. This is a feint which is usually successful, as second hand, thinking Jack Spades is in his partner's hand, will smear a good card, which is Player's gain.

With Jack Spades and Jack Diamonds, play Jack Diamonds first, as it may draw Jack Clubs and leave Jack Spades high. But this will bring disaster if both missing Jacks are in one hand.

If you wish Opponents to smear, lead your low Jack; if not, lead your highest.

If there is a strong trump hand against you, you must sacrifice your high suit cards, to invite trumping, that you may make your weak trumps on their suits later.

In the *Grando* make, if you are Eldesthand, you are almost invincible. To have a good *Grando,* and first lead, leaves nothing to be desired in Skat.

Remember in *Grando* there are four trumps and seven cards in each of the four suits. Of these twenty-eight cards two are an unknown quantity, as they are in the Skat. You may be playing cautiously against certain cards, and find at the close of the deal that they were not in the play. In the *Tournée,* no such condition exists, as you are aware of the value of your discards, while your opponents are

in the dark; but in the *Solo,* you are all equally ignorant of the location of these two cards. The play will sometimes disclose their whereabouts, but not always.

If you hold Jack Clubs and Jack Diamonds, lead the Jack Clubs, and if both missing Jacks do not fall, lead your longest unbroken suit until it falls. It may be in an Opponent's hand, or it may be in the Skat.

With two Jacks, not Jack Clubs, play your long suit sequence, until Opponents' Jacks are drawn.

In *Grando,* with three or four Jacks and a weak suit hand, the smearing feint with the lowest Jack will undoubtedly assist in making up your 61 points.

Another smearing feint of value in an emergency, when having an unbroken sequence, is to play middle cards (King or Queen), in order to induce Opponent to smear, thinking his partner will take the trick.

Keep in mind these two points: to make 61 points, and to remember there are 12 cards of no numerical value. They are sometimes of more value in your hand, than others would be.

The leader, having made *Nullo,* is at a disadvantage. If you have a bare 9, or 8, lead it at once, as it will be your only chance; but if you have a bare 7, wait for Opponents to lead the suit.

As Opponents will not lead the suit the Player has led in *Nullo,* if you have a suit you do not wish returned lead it. You may get a renounce in it later.

Never lead from a suit of six cards. The others of the suit may be in the Skat, or together in one hand. Having to lead from a three-card or a two-card suit, lead the latter.

If Player holds 7, 9, and 10, only, of a suit, lead the 10 as safest of the three.

Do not lead from a suit in which you wish to renounce.

Remember there are eight cards of each suit in *Nullo*, and no trumps.

If you are leader in *Ramsch*, and hold a red Jack, lead it at once.

With this exception, it is better to take tricks with high cards, that *must* take eventually, early in the game. If you have a singleton Ace, or King, or 10, lead it. You are then ready for a renounce.

Lead, again, from a long suit, in which you do not hold the lowest, until you have the lowest in hand. Otherwise, your high cards will be left in your hand at the close of the game, to take the last tricks with all that may be swarmed upon them, as well as the Skat cards, which belong to the winner of the last trick.

Ramsch has a resemblance to *Nullo*, but is more difficult. It differs from it in that one does not shirk the taking of every trick, but uses high cards first, that they may not lead to defeat later in the game.

Remember, in *Ramsch*, the four Jacks are the only trumps, and there are seven cards in each of the four suits, two of them in the Skat.

LESSON IX.

THE PLAYER, AS MIDDLEHAND

THE Player as Middlehand finds his position materially different from that as leader. Besides the foregoing rules, he must take into account a variety of special considerations. Not the least of these is an acquaintance with the particular tactics of each Opponent. For the system of leading in Skat is flexible and experts in the game differ as to the propriety or the value of certain leads. Before the learner has gained experience by actual play, a few pointers may be used as guide-posts.

If a plain suit is led, in which Player is strong, win the trick, if possible, or Opponents may make two tricks in the suit.

If there are trumps still in play, he should not take the trick with a card of high numerical value, but cover with the lowest card which will secure it, as it may be trumped at third hand.

The Player should strive to get the lead early in the game.

" Nipping " is practised by the Player at second hand. There are two occasions when the " nip " is advisable; where, unless it is used, and succeeds, the game is lost, and where the game is a certainty for the Player, and by the success of the " nip " he may Schneider the Opponents.

If the Eldesthand leads Queen, and Player sitting second hand with Ace, King, plays King instead of Ace, believing 10 to lie in the Eldesthand, he has attempted a " nip." If successful, he " nips " the 10 with his Ace on a subsequent round.

When Eldesthand leads a suit of which Player at second hand has none, if Player is weak in trumps, he should pass the trick unless of high numerical value. If strong in trumps and holding a weak singleton, he should pass.

If in *Grando* he trumps too early, he may so shorten his trumps as to be unable to establish his suit.

THE PLAYER, AS HINDERHAND

Next to the Eldesthand in value to the Player is the position of Hinderhand, as may readily be seen.

A feint in the *Solo* game which is sometimes successful is to throw a King on Ace led, holding Queen and small, to prevent Opponents from leading the suit a second time.

The Player as Hinderhand often succeeds in saving weakly guarded or singleton 10's; or, by the judicious discarding of *fausses,* in winning a weak game.

LESSON X.

THE OPPONENTS

THE counter-play is more difficult than the play itself; and an Opponent who can successfully direct it is a master of the game.

While it is not necessary for the Player to follow old and tried rules, as he may vary them according to his judgment, the Opponents, on the contrary, are bound to harmonize their play and avoid deceiving one another by erratic leads or follows.

Leading.—The first important rule for the Partners is to weaken the Player in trumps as much as possible, by leading high scoring cards for him to ruff; or if one Opponent is strong in trumps, by leading them.

The beginner will hesitate about leading high cards to be taken by Player's trumps; but if he leads low cards, the Player will strengthen his hand by throwing off his *fausses,* and Opponents are assisting him to win his game.

The Opponents must ever seek to keep the Player between them, that one may lead, and one play after him. These tactics, perseveringly continued, will tax the Player's ingenuity to the utmost, and even with an excellent holding he may be a loser.

If you are an Opponent and must lead to Player at third hand, lead your shortest suit (excepting in *Grando*), and lead the highest card of the suit.

If Player is in the middle, and you at third are compelled to take the trick, endeavor to put your partner in the lead, to place Player again between the Opponents.

Always play the suit which your partner has led first; and if he has not led but has renounced, lead his renounce.

It is sometimes necessary to put Player in the lead, toward the end of the game, that he may be compelled to lead from a weakly guarded 10. To this end lead a low trump card which he must take, or a high scoring card which he must trump.

Take care not to embarrass Partner if he is at your left by leading through his trump suit.

You should lead your long suit, if Player has announced *Grando.*

If you have a long suit and Player has announced

Tournée Grando, lead the suit of the turned Jack, as his probable weak suit.

Never lead a singleton if Player has announced *Grando.*

In *Nullo,* always lead your shortest suits, that you may be able to throw off high cards in the other suits.

Lead trumps always, when Player fails to do so, and is seeking to make his game by leading high scoring cards. An exception to this rule would be when you and Partner have a cross-ruff.

Smearing (Throwing On).—A general rule for smearing is: "Smear Aces in *Tournée,* and 10's in *Solo.*" The reason for this is the chance a *Tournée* Player has had of clearing his hand of suits wherein he does not hold Aces; and in *Solo,* he may hold a singleton 10, which he has had no opportunity to discard.

Beginners in Skat (and some others) frequently spoil a counterplay by premature smearing, thus clearing suit for Player and giving him the game. This should be particularly guarded against in *Grando.*

Playing and Throwing Off.—"A Jack on a Jack" is a good rule, particularly when the Opponent sits behind the Player. It means, he should take the Player's Jack with the next higher, to save his Partner's Ace or 10. However, if he has the best Jack only, it is advisable not to play it the first round.

It is frequently advisable to throw, as a renounce, a singleton weak trump on Player's trick in order to smear when Partner takes a trump trick. For the same purpose, get rid of a short suit (excepting in *Grando*).

An excellent rule, disregarded by the heedless player, is to put your highest card on your Partner's, and your lowest

on the Player's trick; for one single point often decides the game. That is, if you have King and Queen of a suit, play King to Partner's and Queen to Player's trick. Follow this rule, even with *ladons* (9 and 7, for instance), as it gives information to your Partner.

Be careful not to weaken your own strong trump hand by trumping in, but wait, that you may draw Player's trumps; but with high scoring cards, poorly guarded, and weak trumps, trump even empty tricks, in order to smear on your Partner's tricks.

Keep the suit which your Partner throws off, unless so weak as to be valueless.

The Opponents should strive to give the Player no opportunity of throwing off.

Finessing (*Ducking*).—The Opponent should not finesse on Partner's lead unless the successful attempt will win the game, or save a Schneider.

At second hand, Opponent with guarded Ace must duck where the suit is led by Player, to give trick to Partner, placing Player between them.

The " nip " is practised by Player at second hand, as heretofore explained; but the " false nip " is practised by the Opponents. If the Player has led a small card, the Opponent who holds Ace finesses, to prevent Player from clearing the way for a 10 or a King.

The Opponents should give the Player as little opportunity as possible for finessing.

In *Nullo,* if your Partner leads a 10, and you have King, Queen, and two *ladons,* duck the 10.

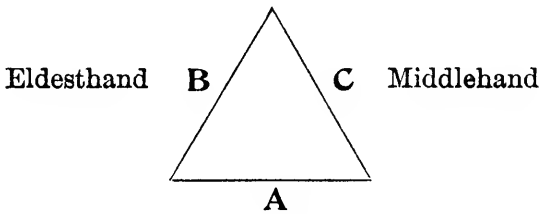
At second hand, Opponent with a long suit containing a 7 or an 8, should duck if Player leads the 9.

In *Ramsch,* if a Jack is led and you have one higher and one lower, duck, or you may be compelled to take both Jack tricks.

LESSON XI.

A GAME FOR THE BEGINNER

After mastering the rudiments of the game as taught in this Primer, the learner will find a book of illustrative games valuable for advanced study. One game, to teach him the routine of the Provocation and the play of a deal, is appended.



Dealer and Hinderhand

Let the learner be A, the dealer, B and C are the other players. C holds Ace, 10, King, Queen, and 9 Diamonds, Ace, 10, and King Hearts, 9 and 7 Clubs. He is the first bidder, and bids 10. B retains the privilege of bidding 10 for his own make, as before explained. C then passes. A then becomes bidder. He holds Jack Clubs, Jack Spades, 10, King, Queen, and 8 Spades, Queen, 9, and 8 Hearts, and 8 Diamonds. He bids 18. B says "Yes," indicating that he still retains his privilege. A then bids

21. B says "I play" (or "Yes"). A bids 27. B says "Yes." A bids 30. B says "Yes." A bids 33 (which was his intention from the beginning. He is "with 2" + game 1 = 3; basis value of Spade *Solo* is 11, making 33). B says "Yes," and A passes, as he cannot bid higher. B makes the trump a Club *Solo,* and thereby becomes the "Player." B's cards are Jack Hearts, Jack Diamonds, Ace, 10, King, Queen, and 8 Clubs, Ace, 9, and 7 Spades. The Skat cards are placed in front of B as his first trick. B being Elderhand leads. His lead is the Jack Diamonds; C follows suit with 7 Clubs, and A with Jack Spades, winning the trick with 4 points for the Opponents. A then leads King Spades, B follows with Ace Spades, C having no Spade trumps with 9 Clubs, making 15 points for Opponents, who have now 19 points. C now leads Ace Hearts; A follows with Queen Hearts. Now comes the crucial moment. If B trumps this trick he loses the game, thus: He trumps with Ace Clubs. He must now get Jack Clubs out of the way; it is the only trump out. If it is in the Skat, the 8 will take the trick. He leads the 8 and C swarms Ace Diamonds, while A follows suit with Jack Clubs, making 13 points, or 32 points in all. A now leads 10 Spades, B follows suit with 9 Spades, and C swarms with 10 Hearts. A captures the trick with 20 points, making 52 in all. A now leads Queen Spades, B must follow with 7 Spades, and C swarms 10 Diamonds, making 13 points, or 65 points in all for Opponents, and defeating B, as they need but 60 points. They play the game to a finish, however. Player B was "without 2," game 1, = 3. Basis value of Club *Solo* is 12, making game worth 36, which is placed as a *minus* to his score.

If at tricks 3 and 4 he had played his two weak renounces, 9 and 7 Spades, he would have won, as follows: At trick 3, C leads Ace Hearts, A follows with Queen Hearts, and B plays 7 Spades. Opponents now have 33 points. C leads 10 Hearts, A follows with 9 Hearts, and B plays his other renounce, 9 Spades. Opponents now have 43 points. C now leads 9 Diamonds, A plays 8 Diamonds, and B trumps with Ace Clubs. He then leads 8 Clubs as before, C swarms Ace Diamonds, and A follows with Jack Clubs, making 13 points on the trick, 56 points in all for the Opponents. The remaining tricks are B's, the Player's, and he therefore wins the game, as his Opponents must have 60 points to defeat him. He is scored +36. As Opponents have more than 29 points, they are "out of Schneider," and as Player has more than 30 points he is not Schneidered.

The learner should place these three hands on the table, face up, and play them as above. It is more advantageous to play with the cards than with words. First, learn the theory, then practise.

LESSON XII.

KEEPING COUNT

When the student of this Primer becomes an experienced Skat player, he will remember each round the following interesting data:

How many points he has taken and how many Opponents have.

How many trumps have been played, and what trumps are still in play.

If either Opponent is out of trumps, and which Opponent it is.

How many cards of each suit have been played, and how many remain in play.

What high cards of each suit have been swarmed.

What cards are in the Skat.

He cannot expect to remember all these facts until he has become an adept in the game, but he should commence by remembering how many points he has, or else how many the Partners have. If he has a strong hand, it is best to count his own points; if a weak hand, to count his Opponents' points, to see how near to the 61 they are reaching.

A trick once turned down may not be seen after the lead to the next trick has been made; therefore, it is well to commence practising early to remember the points.

An excellent method of practising this memorizing of the points is to deal three cards face up on the table, immediately turning them down, and repeating, mentally, the sum of their numerical values. Then deal three more cards to an imaginary player, then three to himself, repeating the amount added to the first trick, and so continue until thirty cards are dealt. Continuous practice with only a glance at the cards will soon perfect the player in the point-counting.

After this has been accomplished, call one suit trumps, and commence as before, noting the trumps which fall and their ranking value.

This practice may be pursued by the learner without

Table of the Value of Each Game, "With" or "Without" from 1 to 6 Matadors

		Basis value.	Game.	Schneider.	Decl. Schneider.	Schwarz.	Decl. Schwarz.	Game.	Schneider.	Decl. Schneider.	Schwarz.	Decl. Schwarz.	Game.	Schneider.	Decl. Schneider.	Schwarz.	Decl. Schwarz.	Game.	Schneider.	Decl. Schneider.	Schwarz.	Decl. Schwarz.	Game.	Schneider.	Decl. Schneider.	Schwarz.	Decl. Schwarz.
			"With" or "Without" 1.					"With" or "Without" 2.					"With" or "Without" 3.					"With" or "Without" 4.					"With" or "Without" 5.					"With" or "Without" 6.				
Tournée	Diamonds	5	10	15	...	20	...	15	20	...	25	...	20	25	...	30	...	25	30	...	35	...	30	35	...	40	...	35	40	...	45	...
	Hearts	6	12	18	...	24	...	18	24	...	30	...	24	30	...	36	...	30	36	...	42	...	36	42	...	48	...	42	48	...	54	...
	Spades	7	14	21	...	28	...	21	28	...	35	...	28	35	...	42	...	35	42	...	49	...	42	49	...	56	...	49	56	...	63	...
	Clubs	8	16	24	...	32	...	24	32	...	40	...	32	40	...	48	...	40	48	...	56	...	48	56	...	64	...	56	64	...	72	...
Solo	Diamonds	9	18	27	36	45	54	27	36	45	54	63	36	45	54	63	72	45	54	63	72	81	54	63	72	81	90	63	72	81	90	99
	Hearts	10	20	30	40	50	60	30	40	50	60	70	40	50	60	70	80	50	60	70	80	90	60	70	80	90	100	70	80	90	100	110
	Spades	11	22	33	44	55	66	33	44	55	66	77	44	55	66	77	88	55	66	77	88	99	66	77	88	99	110	77	88	99	110	121
	Clubs	12	24	36	48	60	72	36	48	60	72	84	48	60	72	84	96	60	72	84	96	108	72	84	96	108	120	84	96	108	120	132
Tournée Grando		12	24	36	...	48	...	36	48	...	60	...	48	60	...	72	...	60	72	...	84	...										
Solo Grando		16	32	48	64	80	96	48	64	80	96	112	64	80	96	112	128	80	96	112	128	144										
Grando Ouvert		24	...	...	...	...	144	...	...	...	...	168	...	...	...	...	192	...	...	...	...	216										
Nullo		20																													
Nullo Ouvert		40																													
Ramsch		20	m	in	us																										

other players, and will be of material assistance when he commences to play the game.

Another beneficial practice is to deal three hands and a Skat, making the trump in Eldesthand. Then face all the cards and play a game by the usual rules.

RULES OF THE GAME

AS AUTHORIZED BY THE NATIONAL SKAT ASSOCIATION OF AMERICA

1. Cards must be dealt in the following order; viz., Three—Skat—Four—Three.

2. Cards must be cut by the player to the right of the dealer.

3. If all the cards are dealt, the game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before, and then proceed as if no misdeal had been made, omitting, however, the one who has dealt out of turn; thus each player deals but once during one round.

4. Bids must be made in number, the value of which occurs in some possible game.

5. Plays or bids below 10 points are not permitted.

6. In games in which the aid of the Skat is required, the Player must discard two cards.

7. " Schneider " or " Schwarz " cannot be announced in any game in which the aid of the Skat is required.

8. The Skat must not be examined by any participant

before the end of a game, except by the Player when playing a game with the aid of the Skat.

9. In case a card is served face up, a new deal must be made.

10. The Player, to be out of Schneider, must have at least 31 points, and must have at least 61 points to win his game. The Opponents need but 30 points to Schneider the Player and 60 points to defeat his game.

11. In all games that are played *Ouvert,* the Player must expose his cards and play openly, meaning that he lay his ten cards, face up, on the table for the observation of his Opponents and play thus from them.

12. If the Player leads out of turn, or neglects to follow suit, such error shall terminate the game, and the game be considered as lost.

13. If the Opponents lead out of turn or neglect to follow suit, such error shall terminate the game and the value of the game is to be charged to the Player as won.

14. The Player bidding 10 or more must play some game the value of which amounts to the number of points bid by him; and in case he loses the game, he loses its full value, according to the table of values.

15. *Ramsch* must be played when all players have passed or failed to bid.

16. If the Player has overbid his hand, the next higher value of the respective game is counted and charged against the Player.

17. In case the Player, having overbid his hand, plays his game and either of the Opponents commits an error, the value of such game is credited to the Player and deducted or charged against the Opponent who made the error.

18. Examination of tricks taken or the counting of the points of such tricks (except the last trick made) shall terminate the play for that deal.

19. Participants have the privilege of examining the last trick taken. (This must be done before the lead to the next trick is made.)

20. All players must keep their respective tricks in the order in which the cards were played, so that each trick in a game can be readily traced at the end of the game.

21. Each game must be played to a finish.

PENALTIES

1. A misdealer is charged 10 points, and deals again.

2. In games in which the aid of the Skat is required, the Player will be charged the full value of the game if he neglects to discard, or discards more or less than two of his cards.

3. If a dealer examines either of the Skat cards before or during the progress of a game, he shall be charged 10 points.

4. In case a player examines either of the Skat cards (without right) before the termination of a game, such person shall be charged the full value of the game announced, but the opposing person or persons shall have the privilege of continuing the game for the purpose of increasing the value thereof.

5. If, before a game shall be announced, it is discovered that the Skat cards are missing, or they, or any of them, are in the possession of or have been seen by any player, the dealer shall draw out of the hand of the person having the

Skat cards, or either one of them, sufficient cards to leave said player 10 cards; after which the bidding shall proceed as if no mistake had been made. But the player causing this proceeding, shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any game during this particular deal.

6. A Player misleading or neglecting to follow suit loses the game, but any one of the participants has the privilege of having such error corrected and proceeding with the game to its end for the purpose of increasing the Player's loss.

7. If either of the Opponents leads out of turn or neglects to follow suit, such errors shall terminate the game; in such case the game is won by the Player, but the Player has the privilege of having such error corrected and proceeding with the game to its end, for the purpose of increasing the value of the game. The full value of the game in which such error took place shall be charged against the Opponent committing such error.

8. If, during the progress of a game, the Player places his remaining cards upon the table and declares his game won, but is found to have erred, he shall have lost his game, even if he might have obtained all remaining tricks.

9. If, during the progress of a game, either one of the Opponents places his cards upon the table, declaring thereby to have defeated the Player's game, all the remaining cards belong to the Player, and the Opponent who erred shall be charged with the full value of the game.

10. If a Player declares his game lost and places all his remaining cards upon the table, such remaining cards belong to the Opponents, and the Player loses the full value of the game.

11. A Player who examines the tricks taken (except the last trick) or counts the points thereof, loses the game announced, but either of the Opponents has the privilege of insisting on the game's proceeding to its end for the purpose of increasing the Player's loss.

12. If either of the Opponents commits the act last mentioned, the Player can insist on proceeding with the game for the purpose of increasing its value. The full value of the game in such case shall be charged against the person committing this act.

13. In all cases of errors, the points lost by the Opponents who erred shall be of the same number as those which the Player wins.

GLOSSARY OF TERMS

USED IN SKAT, MANY OF THEM HUMOROUS GERMAN IDIOMS

Auf die Dörfer gehen ("Visiting the hamlets"), when the Player from poverty of trumps leads Aces and 10's of plain suits, instead of trumps.

Bauern (landowners), the four Jacks, when trumps. (Hence, *Bowers* in the game of Euchre.)

Buben, the Jacks in *Nullo.*

Daus, deuce; an excellent fellow.

Discard, cards placed in the Skat, when playing a *Tournée.*

Ducking, finessing at second hand.

Einstechen, to trump.

Eldesthand, the player on the left of the dealer; Vorhand.

Fausse, a worthless card.

Fehlkartens, cards of no numerical value (9, 8, 7); ladons; voids.

Feint, misleading Opponents by false-carding. (Playing the lowest of a sequence of Jacks is one method of feinting.)

Forces, high cards in plain suits.

Fordern, leading trumps.

Frage, the question; the simple game.

Gebar, to deal.

Grando, the game in which the Jacks only are trumps.

Hinderhand, the player at left of Middlehand.

Jungfer, a player in *Ramsch* who takes no trick.

Kiebitz, an onlooker, not participating in the game.

Ladons, cards of no value.

Maiden, see *Jungfer.*

Matadors, Jacks and other trump cards in sequence with them.

Mauern ("to lay bricks"), to play too cautiously, blocking the game.

Middle cards, King and Queen.

Middlehand, the player at the left of Eldesthand.

Nullo, nothing; the game in which Player seeks to lose every trick.

Nipping, finessing at second hand; ducking.

"Old One," Jack Clubs in *Grando.*

Opponents, the two players who unite against the Player.

Ouvert, open; cards face up on the table.

Partners, the Opponents.

Pass't mir Nicht ("Doesn't suit me"), one of the *Tournée* games.

Player, the player who makes the trump or game.

Provocation, urging the Eldesthand to a higher game, by bidding.

Ramsch ("scramble"), the game played when no one bids.

Renounce, playing card of another suit, having none of suit led.

Revoke, to fail to follow suit, having suit in hand.

Schafkopf (" sheepshead "), a Wendish game, from which Skat is presumed to have been evolved.

Schneiden, to finesse, or hold back.

Schneider (" to cut "), when Player fails to make more than 30 points.

Schwarz (" to blacken "), when Player fails to take a trick.

Skat (" a treasure "), the two table cards at the disposal of the Player. (Possibly from *Scarto,* "I discard.")

Smear, to swarm.

Solo, the game made of suit in hand, without the use of the Skat cards.

Swarm, to throw cards of numerical value to Partner's trick.

Throwing on, swarming.

Tournée (" to turn over "), the game in which one of the Skat cards is turned over to decide the trump.

Vatermorder (" lady-killer "), a derisive term applied to Player who loses his game.

Vorhand, the Eldesthand.

Wende-Spiel, Tournée.

Wenzels, the Jacks.

Wimmeln, to swarm.

Zahlen, to pay in chips.

Zahlkarten, cards of numerical value.

REFERENCES

THE following authorities have been consulted in preparing the Lessons of this Skat Primer:

"*Illustrirtes Skat-Buch,*" by A. Hertefeld, formerly game-editor of *Uber Land und Meer,* and an acknowledged card authority throughout Germany.

Prof. Hoffman, London, England, an authority on German card games.

Louis Vidal Diehl, New York, author of "The Game of Skat."

The year-books of the Nord Amerikanischer Skat Verband, the national Skat association.

Several minor German writers on the game.

THE GERMAN CARDS

THE cards used in Germany, where Skat was first played and which are still used, are symbolical of the seasons of the year. They are as follows:

Grün (green leaves) implies spring-time. Equivalent to Spades.

Herzen (red) implies summer. Equivalent to Hearts.

Eicheln, or *Eckern* (brown, acorns), implies autumn. Equivalent to Clubs.

Schellen (golden bells) implies winter (sleighing). Equivalent to Diamonds.

SCORE-CARD

Deal	Score	A	Total	Deal	Score	B	Total	Deal	Score	C	Total	Deal	Score	D	Total

SCORE-CARD

Deal	Score	A	Total	Deal	Score	B	Total	Deal	Score	C	Total	Deal	Score	D	Total

SCORE-CARD

Deal	Score	A	Total	Deal	Score	B	Total	Deal	Score	C	Total	Deal	Score	D	Total

SCORE-CARD

Deal	Score	A	Total	Deal	Score	B	Total	Deal	Score	C	Total	Deal	Score	D	Total

SCORE-CARD

Deal	Score A	Total	Deal	Score B	Total	Deal	Score C	Total	Deal	Score D	Total

SCORE-CARD

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SCORE-CARD

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